

Lone Star Diplomat

No. 23

9 September 1982

79HT, 80KG, 81A/B/AU/CE, 82AM



Horned Toad Ends; King Ranch Begins



81AU Horned Toad S 1906

**SURVIVING POWERS SIGN ARMISTICE,
CONCEDE DRAW TO ENGLAND, GERMANY**

* The end of Horned Toad rather caught me by surprise, although it is a reasonable outcome to this hard-fought war. The high quality of the press war leads me to expect some good endgame statements, which will be printed with the wrapup in the next issue. The concession wins 7 issues of LSD each for Allen King (England) and Bill Quinn (Germany). The survivors, John Koehler, Ted Kuhn, and Glenn Sherrill (Italy, Austria, and Turkey, respectively) get 5 issues of sub credit for holding on until the end. Thanks, Toads!

LSDs eleventh game gets underway with the name of King Ranch, which should be used to identify the game with the players' orders. Here is the lineup:

Austria: Whitt Pond 9726 Forest Lane #1121, Dallas, TX 75243.

England: Don Scheffler, 23 Ponca, Kirkwood, MO 63122.

France: Rob Landeros, 10029 Windward Dr. NW, Olympia, WA 98501.

Germany: Paul Milewski, PO Box 256, Batavia, OH 45103.

Italy: William C. Quinn, 1225 Ridgecrest, Orlando, FL 32806.

Russia: Fred Winter, PO Box 1305, Milwaukee, WI 53201

Turkey: William S. Owen, 105 Pierce St. Apt. 1, New Bedford, MA 02740.

EYE BEAM



"Kaiser on Line 3, Sir..."

There are three formats for the play of the game Diplomacy: face-to-face (FTF), by mail, and by telephone. For several years I have had a continuing interest in telephone diplomacy. Telephoning has sometimes been disparaged as a mere substitute for the real thing. However I think it's wrong to give it short shrift. For me it is the most desirable medium and has its own peculiar enjoyments not found in the others.

For FTF you have to organize seven busy people to get together for some extended period of time, especially if you play as we do, having large meals, large quantities of beer and other things to facilitate negotiations. Except for the true diehards, who in my area do not number seven, it is difficult to get enough people to commit their weekend to a war.

Play by telephone is almost ideal for those of us, and I assume out numbers are large, who who

work all day at some sort of job, and who consequently always seem to have to scramble to catch up on our postal negotiations. Many times I have come home from a hard day at work only to have to spend my remaining waking hours writing a number of letters to get something done by deadline.

I suppose telephone play can be considered a compromise between the two more common media: it overcomes the problems mentioned above and provides its own delightful aspects as well. By having a complete group all located in the same city, negotiating by phone, the need for being together at the same time and place is surpassed, and move periods can be speedier than the normal postal rate. When I played before we had one-week move periods, which seemed to work well for everyone. It was slow enough

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★ ROUNDUP

of Texas & International News

FLASH!! LEEDER RESULTS. Today's mail brought VOICE OF DOOM (Bruce Linsey, 24A Quarry Dr., Albany, NY 12205) with a few bits of info Bruce says comes from Gary Coughlan, Kathy Byrne, & Rod Walker. The top three zines were DIPIMASTER, EUROPA EXPRESS, & DIPLOMATIC IMMUNITY. No. 13-15 were KATHY'S KORNER, VOICE OF DOOM, & WHITESTONIA. DIPLOMACY WORLD was 19th. In the GM poll, Doug Beyerlein was 1st, Gary Coughlan 10th, and Bruce Linsey 17th. You'll be getting more details soon, I expect.



EVERYTHING. According to Boardman Number Custodian Don Ditter (910 Hope St. #12A, Stamford, CT 06907), the official publication EVERYTHING will soon be published by Bill Quinn. I have had several conversations with Bill about his ideas for this project, and expect that we will soon see some very interesting statistical analysis emerging from the mass of data on gamestarts and wrapups which are the meat of the publication. Subs to EVERYTHING are 3¢/page plus postage, the last issue costing 97¢. Send a buck to Don if you want to see what it's all about. Oh, and by the way LSD congratulates the following readers, who are among the winners listed in the last issue of EVERYTHING: Mark Berch, John Kador, Doug Beyerlein, Dick Martin, Ronald (SNAFU) Brown, Al Pearson, Paul Goodrich, Ron (MM) Brown, Arturo Guajardo.

POLL TIME. List your five favorite zines, in order, and send them to Mark Larzelere (7607 Fountainebleau Dr. #2352, New Carrollton, MD 20784) before the "early-November" deadline for his Marco Poll. And while you're at the typewriter, send your top five choices for Best Dip Player, Best Variant Player, and Best Writer to John Caruso (160-02 43rd Ave., 2nd Floor, Flushing, NY 11358) who has a similar deadline. Mark Publishes APPALLING GREED, and John publishes WHITESTONIA, both of which can be obtained for a couple of stamps and a polite request to the appropriate publisher.

PLUCETIME. It's probably been a while since I have mentioned how much I like reading Al Pearson's dippy zine JUST AMONG FRIENDS. If it does not make the top five in the soon-to-be-announced Leeder Poll, I want to know the reason why. It seems that each issue gets longer and more stuffed with Al's subtle and not-so-subtle humor. Next issue will be devoted to an Al Roast, so it will certainly be worth sampling. Send your 37¢ stamp to Al at Box 898 Charles Town, WV 25414, and tell him I sent you. ¶Speaking of samples, hurry to your post office with a request for a sample of Ron Brown's MURD'RING MINISTERS #50. Not only does it have a page of snapshots from Dipcon/Origins, it contains the "best of MM" during its fifty-issue lifetime. Ron has game openings for \$6.00, so hurry to get into this very respected publication. Write to Ron at 1528 El Sereno Pl., Bakersfield, CA 93304. ¶More photos of Dipcon/Origins can be seen in EFGIART#154, published by Doug Beyerlein (640 College, Menlo Park, CA 94025). They are a veritable rogues' gallery of dipdom, including shots of Konrad Baumeister, who won the tournament, other top-ten finishers Eric Ozog (4), John Caruso (9), and Brux Linsey (10), and winner of the Nixon Award Kathy Byrne, and tourney director Mark Berch.

Congratulations also to finishers John Kador (5), Ed Wrobel (7), & Doug Beyerlein (8), who are not pictured. But many other faces did show up: Fred Davis, Al Pearson, Rod Walker, Bob Sergeant, Eric Verheiden, Gary Coughlan, Eric Kane, and even the ever popular Bernie/Buddy Tretick. I think EFGIART is devoted mainly to the playout of orphaned games, and is not generally available to the public, but maybe Doug has a few extras. Doesn't hurt to write. ¶Now is your chance to get in a dippy game in Konrad Baumeister's GIVE ME A WEAPON!! (Box 6050 Henle, Washington, DC 20057). I don't know if the return to ditto format is permanent, but what is permanent is high-quality writing with a high zaniness quotient. Gamefees are \$4 pub subscription at ten issues for \$4.50. If you don't want to play, at least send for a sample, and you will see why I can recommend GMAW!! so highly. ¶A new zine on the scene, called NORTH SEALTH, WEST GEORGE for reasons unknown, recently came to my mailbox on the back of DooDah, the Wonder Slug. Games are free, subs are \$6/year. It looks to be a very lively zine, full of contests, humor, games, of course, writing, and the first issue was entirely hand-lettered and illustrated. Send a couple of stamps to Terry Tallman (16047 28th NE, Seattle, WA 98155) for your very own sample, and ask him where the name comes from. If he tells you, let me know. ¶I know I've seen a copy of Steve Langley's MAGUS, both in its former subzine incarnation, and in its recent emergence to full zinehood, but I can't seem to locate it right now. It's a heavy one, I remember, so send a 37¢ stamp to 2154 Fairfield Rd., Sacramento, CA 95815 for your sample and take a look for yourself. I do know he has game openings.

POSTAL TOURNEY ENDS. Begun in early 1980, the postal tourney directed by Bob Sergeant has ended with a victory for Don Ditter, followed by Fred Townsend, Walter Blank, Bob Osuch, Lee Kendter Sr., Gordon Argyle, and Russel Blau. Mark Larzelere finished tenth (he's the source of this info). A total of 42 players entered, 20 dropped out entirely and one was ejected for attempted bribery. 13 of the 18 games ended in sole victories, with four 3-way draws and one 4-way.

MEINEL PLAYER RELIABILITY RATINGS. Jim Meinel has taken data from EVERYTHING#43-53 and come up with a list of players with no drops, resignations, or expulsions in five or more games. I wish I had more room to print (and energy to type) all the results here but you can see them in Gary Coughlan's zine EUROPA EXPRESS#16 (4614 Martha Cole Lane, Memphis TN 38118). It is noteworthy that Lee Kendter, Sr. has 24 clean finishes. Other highly reliable players: Dick Martin (17), Ron (MM) Brown (14), and Arturo Guajardo (12).



1980 KG **Derrick** F 1908

AUSTRIA, ENGLAND CONTINUE GROWTH;
CONFUSION REIGNS IN ITALY, GERMANY

ENGLAND (Jack Smith): F POR-Spa [coast?],
A PIC-Bre, F Bal-KIE (F DEN s), A LPL-Yor,
F NWY-Stp.
FRANCE (Larry McCloud): A Gas-BRE (F MID s),
A Bur-PAR.
GERMANY (Al Giddings?): NMR! F NTH & F LON &
A YOR & A HOL & A MUN all hold.
ITALY (Mark Luedi): NMR! A Sev h [dsl, ret to
Arm, or dsb], F Ion h [dsl, ret to Alb, Aeg, Tun,
or dsb], F NAP & F TRH & A SPA all hold.
AUSTRIA (Ned Nichols): A Rum-SEV (A UKR s),
A War-MOS, A Gal-WAR, A Con-ANK, A SMY h,
F Gre-ION (F AEG s), A Ser-BUD, A Tyo-VEN,
A Tri-APU (F ADR c), A SIL s German A Mun-Ber.
RUSSIA (David Pierce): A LVN-Stp.

SUPPLY CENTER STATUS for winter 1908 adjustments:

E: Edi, LPL, Swe, Nwy, Den, Stp,	
Bre, Por, KIE	8/build 2*
F: Par, BRE, Spa, Lpl	2/remove 1
G: Mun, Kie, Hol, Bel, Lon	4/remove 1
I: Rom, Nap, Ven, Tun, Mar,	
SPA	5/even
A: Home, Balkans, Sev, Mos, War,	
Turkey, VEN	14/build 1
R: Ber	1/even

*room to build one only

& A rather strange situation has developed here. Lost season Al Giddings sent in orders contingent upon on English army being in Edi, with a request to be notified if it were somewhere else. I did not manage to get in touch with Al before that deadline, so delayed the season by one issue. However, lost issue did show the location of the unit in question, so everyone was aware of that situation. Unfortunately, Al did not submit further orders. Hence the NMR. Mork Luedi did submit press this season, but did not include any orders with his postcard. Hence his NMR. I don't think Mork is dropping, so I will not appoint a standby for Italy. However, since I have not heard from Al since early July, I am requesting Rick Ragsdale, PO Box 543, Scott AFB, IL 62225 to standby for Germany.

& A concession to Austria has been proposed, and also a concession to Russia (!). Please vote on both measures with your winter and spring orders.

& PRESS--

AH-ITALY: Congratulations! Your brilliant strategic withdrawal from Venice was carried out in the best Italian tradition.

ITALY-NED: Do you sometimes feel like a kid in a candy store when the shopkeeper's not there?

EL ZAPPO-WORLD: He who learns to run away lives to fight another day.

LVN DIPLOMATIC MONITOR: Successively and constantly let down by those thought to be sincere, the Russian armed forces have survived broken alliances and pressure from all quarters. Having been strengthened by the ordeal, they are returning home to regain strength and will once again grow to dominate all of Europe and Asia. In the interest of shortening an already overlong period of conflict, all powers are urged to concede in the face of the inevitable.



1981 A **Enchanted Rock** S 1908

KAISER'S MISS GIVES GERMAN PORTS
TO TSAR; AUSTRIA YET SURVIVES

& Autumn 1907: Russia retreats dsl A Tri-Bud.

& Winter 1907: Germany NBR; plays one short.
Russia builds A Wor, F Stp(nc).

& The concession to Russia was, of course, defeated,
but is repropoed. Also a 4-way draw is proposed,
but the participants were not specified; therefore
the draw proposal is invalid.

FRANCE (Seth Owen): A PIC-Wal (F ENG c),
A BEL h, A TUS-Rom, F LYO-Trh, A TUN-Spa
(F WES c).

GERMANY (Jeff Noto?): NMR! A Kie h [dsl, ret to
Ruh or dsb], A HOL & A MUN & A VEN & A TRI h.
ITALY (Guy Hall): F ROM-Trh, A Bul-SMY (F AEG c,
F EAS s).

AUSTRIA (Fred Winter): A SER develops an atomic
weapon and launches the first one at Rome [h].

RUSSIA (Dan Stafford): F MID-Spa(sc), A LON-Wal,
F NTH-Hol, A Den-KIE (F HEL s), A Pru-BER
(F BAL s), A War-SIL, F Stp(nc)-NWY, A Vie-TYO,
A BUD-Tri, A Ank-BUL (F BLA c, A RUM s),
F CON-Aeg, A Smy-Con [dsl, ret to Ank, Arm,
Syr, or dsb].

& **LATE FLASH:** I received orders from Jeff Noto after the deadline, so the NMR stands, but he included a note stating that he was resigning due to pressures from the "real world". Will John Banke, 400 Selye Terrace, Rochester, NY 14613 please take over the German position?

& Thanks to Doug Beyerlein for submitting standby orders for France, which were however unneeded.

& PRESS--

NEW ALAMO: An Italian spy in the telegraph office was responsible for last month's erroneous report that Texas has broken off diplomatic relations with France. On the contrary, treachery, double-dealing, and conspiring to aid tsarism has been a consistent policy of the Kingdom of Italy, not the French Republic. The Italian ambassador has been sent home in protest.

PARIS: The people weary of war.

PARIS-LSD: Well monitored game. Thanks.

LSD-PARIS: Welcomes.



THERE'S A MISS PEEP HERE, COMPLAINING ABOUT
SOME LOST SHEEP AT OUR NEVADA TEST SITE...

Post Office of Texas



MARGE, LOOK... WE MAY ALREADY BE WINNERS IN THE BIG READERS DIGEST SWEEPSTAKES...

Dear Mike,

ToadyCon is in a couple of weeks. I have a list of about 21 people now. Just astonishing. Unfortunately, one of the major points of the con has failed; there is not one Texan in the group. Apparently, Texans are too cheap and crass to come to Kansas, not to mention being anti-Olsen and anti-Toady. I would have thought that would be one of the biggest factions coming, but apparently not. Actually, though, I don't know that many Texans aside from you. It just recently dawned on me that Jim Burgess (a former Tretick Toady you've probably never heard of) lives in Dallas--haven't heard back from him though. What with Pete Fuchs of Colorado Springs begging off, it would seem that the people from farther away have put the locals to shame.

Best wishes, Bob Olsen
6818 Winterberry Cir.
Wichita, KS 67226

If you consider Austin local to Wichita, you have a greater tolerance for road travel than I. If I had the bucks I'd fly, since ten hours on the road (or more, it's about 500 miles, and I usually make lots of rest stops) is more than I can handle. A four-hour jaunt to Houston or Dallas is about my limit. Sorry I can't be there, but maybe next time.

Mike,

How have you been? Staying busy with the translation business? How did you ever get started translating Russian? That's a pretty tough language, isn't it? (I guess not for you?) I took six semesters of French, then went to Quebec City and might as well have taken German--it was as useful! I'm better off in statistics than languages.

I'm staying busy. My consulting business (historic preservation) is booming, but it takes too much time. So I'm really working hard on a computerized wholesale marketing business which has some

longterm dynamic potential. The front end is just hard to get going on.

Best regards, Joe Gallagher
4766 Maverick Way
Boise, ID 83709

PS. Garden did great this year even with bugs.

It's a long story, but in a few words, here's how I got into translating. I flunked out of UT as a sophomore (too much partying) and joined the Air Force. They sent me to Syracuse U. for an intensive 9-month course in Russian. Then followed almost a year at Goodfellow AFB in San Angelo, TX for technical schools and 18 months in Crete in the Security Service. When I got out of the USAF in '68, I returned to UT and completed my degree, in Russian naturally. With no other prospects, I went to grad school, where for spare change I began to do a little sci/tech translating. Eleven or twelve years later I find myself with more work than I can handle personally. In fact, I'm trying to find someone to help me with the overload. In exchange this "apprentice" would gain the benefit of my experience and perhaps be able to achieve proficiency faster than I did. It's not easy to find someone with the same combination of specialties, though: Russian and earth sciences.

Your business sounds like much more work than mine, although it also has a freelance nature, I guess. I know about front-end problems. Fortunately, I'm at the point where I don't have to do much promo, just go to professional conventions every year and pass out business cards, etc.

I didn't do a garden this year, but I did have a bumper crop of roaches.

Dear Mike,

I can relate to the dog days of summer syndrome. It's hard to sit down and punch keys while the sun is

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The PUZZLER

Jim Lawniczak sent in this response to the button puzzlers which appeared in the last two issues of LSD:

The Chicago Public Library staff (foreign languages) told me that literally *En tand bedre* means "One tooth better" in both Norwegian and Danish. Thus, in a sense, Al was correct, although of course "One tooth better" is nonsense.

I called the Danish Consulate General in order to talk to a native speaker of Danish and was told that *En tand bedre* is a Danish idiom meaning "A cut above" or "A notch better".

The Chicago Public Library staff told me that *Te tutava nei matou* is Tahitian and means "We make it work here."

I can sure use the two free issues--my sub had about expired.

OK, Jim, your research will pay off with two freebies, and since Al was technically correct, I'm going to give him a free one also. However, neither of you has come up with the English idiom, used in an advertising campaign some years ago, which is the translation of both of these foreign phrases. So, just to make it a little more interesting, I'm giving the readers one more chance to guess the English phrase, for one free issue, and here are two more foreign language buttons to give you more to work with.



Terry Suitor wins three issues of LSD for the best answers to last month's trivia quiz from Peter Ansoff, whose answers are given in brackets:

1. The Virginia was easy; it was better known as the Merrimac, which fought the Monitor in that Civil War sea battle. The armed merchant cruiser Macedonia was involved in destroying the German East Asiatic Squadron commanded by Admiral von Spee including the armored cruisers of Scharnhorst and Gneisenau during what is now the first Battle of the Falklands. The destroyer Amagiri was the ship that sliced the PT-109 in half. I finally found out that Pallas was a French submarine, but I have been unable to find out in what battle it fought in unless it was the Battle off Casablanca. The Conqueror was at least a British battleship involved at Jutland, but I can't find out more than that. The German submarine U-29 was rammed by the British battleship Dreadnought in 1915 or so. I cannot find anything about the Natividad except it did not fight in WWII.

[Monitor (Cumberland or Congress also correct), United States, PT-109, Countess of Scarborough, Dreadnought, General Belgrano, Lydia. All are historical except the last, which is from C.S. Forester's Hornblower novels.]

2. I don't have any idea for this one, but it might be the Birmingham, since I believe that was the second ship of the class.

[The destroyer Hercules, of the Argentine navy.]

3a. The British carrier Furious was armed during WWI with a pair of 18-inch guns which were removed in 1921. 3b. The French submarine Surcouf was armed with a pair of 8-inch guns during WWII but was rammed and sunk by an American cargo ship in the Panama Canal Zone on its way to the Pacific in 1942.

[HMS Furious, designed as a battlecruiser but completed as a carrier, operated in 1917 with a flight deck forward and a single 18-inch gun aft. The three submarines of the British "M" class of WWI each mounted a single 12-inch gun. (The French cruiser-submarine Surcouf mounted twin 8-inch guns.)]

4. The carrier was the USS Shangri-La, which I believe was named after the place that Doolittle's raiders came from according to FDR.

[USS Shangri-La (CV-38) was named for the mythical Himalayan paradise from James Hilton's novel Lost Horizon. After Doolittle's raid on Tokyo, President Roosevelt announced in a radio broadcast that the B-25s had flown from bases in Shangri-La. The Navy capitalized on the joke by naming a carrier appropriately.]

Terry also sent in a short trivia quiz about airplanes, which we will publish next time, since we promised to give you Rod Walker's headscratcher, worth four free issues of LSD for the best and most complete answers:

1. What is the original meaning of the saying, "A nod is a good as a wink"?

2. Which is the correct phrase: "hanged, drawn, and quartered" or drawn, hanged, and quartered?"

3. Not everybody agreed with Bill Sherman. Who referred to war in the following terms:

- "the highest perfection of human knowledge"
- "that mad game the world loves to play"
- "the statesman's game, the priest's delight"
- "quaint and curious"
- "loved too well"
- "politics by other means"
- "(it) halloweth every cause"

4. "Miss Bolo went straight home in a flood of tears and a sedan chair." (Charles Dickens, Pickwick Papers). What is the technical name for this type of sentence (specifically, the phrase beginning with "in")?

5. Who was the first sovereign of England to use the royal "we"?

6. Who was Smectymnuus?

7. According to Shakespeare (and others), how many people make a "mess"?

81 B

Friendship

F 1908

GERMANY SLIPS INTO RUMANIA;
BATTLE FOR RUMANIA LOOMS

& The G-A-T draw received two negative votes, but is repropased. Vote with winter orders and remember that NVR always equals a "yes".

ENGLAND (Bryan Jurkowski): F Iri-WAL, F ED1-Nth (F LON s).

GERMANY (George Cunningham): F MID-Por, F ENG-Mid, F NTH-Edi (F NWG s), A Ukr-RUM, A Mos-Ukr (A WAR s), A Stp-LVN, A MUN s A SIL, A SIL & A BER s A Mun, A BUR-Mar, A Par-GAS.

ITALY (Paul Goodrich): F ADR-Tri, F Trh-Nap (ds), ret to Lya, Wes, or dsb), F TUN h.

AUSTRIA (Art Schleinkofer): F GRE s Turkish F Aeg-Ion, A SPA-Por, A PIE-Mar, A BUD-Tri, A GAL s A Boh, A BOH s A Gal, A TYO s A Boh, A VEN s A Tyo.

TURKEY (Mike Drews): A TUS claims victory against Italy [h], F Nap-TRH (F ROM s), F Aeg-ION, A Rum-SEV (F BLA & A ARM s).

SUPPLY CENTER STATUS for winter adjustments:

E: Home 3/even
G: Home, Scandia, Stp, Mos, War, RUM, Hol, Bel, Par, Bre, 14/build 1
I: Tun, Por, Spa 2/remove 1
A: Home, Ser, Gre, Rum, Ven, Mar, SPA 8/even
T: Home, Bul, Sev, Nap, Rom 7/even

& NOTE: In addition to the GAT draw proposed above, a concession to Germany has also been put on the table. Vote on both proposals, please.

& PRESS--

SICILY (UPI): The crazed Muslim fanatics arrived at the gates of Palermo today, demanding the immediate surrender of the local inhabitants. When they refused, they took the city by force and then beheaded every man, woman, and child. The local Mafia chief was heard to say before his death, "If there is a God in heaven, this injustice will not go unavenged."

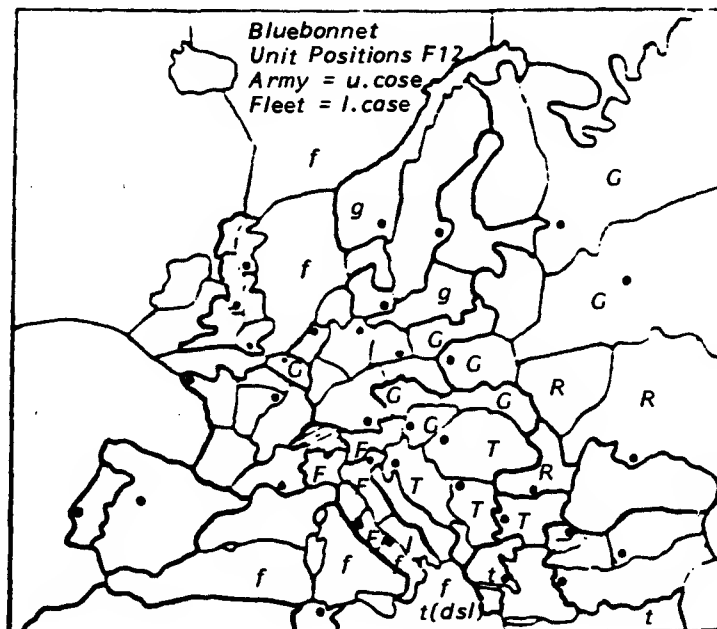
LON-EUROPE: The King of England wishes it to be known that he has voted for the 3-2ay draw. He is hopeful that the rest of Europe will finally come to its senses and end this game in a peaceful manner.

LON-BER: There is no way that you can get a solo win out of this game without my being eliminated. So if you do not want a draw, then I might as well put up a fight in the noblest fashion. There is certainly nothing personal in this attack. It is only so that I may hold my head up in Heaven and say I held onto my honor and fought the good fight.

LON-EUROPE: The King of England here does so challenge the Pope, the Kaiser, the Sultan, and the Emperor of Austria to announce publicly their votes on the G-A-T draw.

HOLLAND: Members of the Dutch Pollution Abatement Society met to thank the English King for his noble efforts to clean up the North Sea. Thanks to the King's ecology-minded efforts, the beaches of Holland are again suitable for swimming. Also, several species of rare seagulls, once on the verge of extinction, are making a comeback. Hail to the King!

Bluebonnet Retrospective



1979HT FLYING DUTCHMAN (Jack Brawner) (to F03),
LONE STAR DIPLOMAT (Mike Conner).

A: Greg Kirkpatrick (dro W01), Ron Kelly (out F02).
E: Stephen Lee (dro W05), CD (out W06). F: Dave Ohlendorf (draw F12). G: Dick Martin (draw F12).
I: Roscoe McPherren (dro F05), Tony Auxier (out F12). R: Bob Peacock. T: Richard Katz (dro F03), Charles Cunningham (res F09), Cynthia Ellis.

	01	02	03	04	05	06	07	08	09	10	11	12
A	3	0	-	-	-	-	-	-	-	-	-	-
E	4	3	3	2	1	0	-	-	-	-	-	-
F	4	5	5	7	7	8	8	9	9	9	11	12
G	5	6	7	7	7	8	8	8	9	10	10	12
I	5	6	5	4	3	2	2	2	2	2	1	0
R	6	8	8	7	8	7	7	7	6	5	5	2
T	6	6	6	7	8	9	9	8	8	8	7	8

* played three short

† played one short

No one submitted endgame statements, but if anyone has any last thoughts on Bluebonnet, LSD will print them in the next issue. I would like to express my special thanks to Bob Sergeant for his assistance in placing this and the other orphan (Armadillo) in LSD, and for his summary of SCs and players for the early part of the game.



Deadline for all LSD games:

8 October 1982



1981 CE Independence S 1906

TSAR ASSISTS A-H EVACUATION FROM
UKRAINE WITH KICK IN THE VIENNA

• To correct cumulative errors of the lost two seasons:
the winter listing of positions should have shown o
German A PIE, not A Tyo; the Italions have A VEN,
not A Pic; and Russia has F NWY, not on army.

ENGLAND (Joe Gallagher): F Lpl-CLY.

FRANCE (Jim Meinel): F Mid-IRI, F BRE-Eng.

A PAR-Pic, A BUR s Italian A Gas-Mar.

GERMANY (Don Scheiffer): F Eng-WAL (A YOR s),

A Kie-RUH, A PIC-Par, A MUN-Bur (A MAR s),

A Ber-KIE, A PIE-Ven, F NTH-Eng.

ITALY (Doug Tatsch): A GAS-Mar, A VEN-Pie,

F Wes-SPA(sc), F ION prays [h].

AUSTRIA (Len Blasio): A Ukr-RUM (A BUD s),

A Ser-Bul (dsI, ret to Tri or dsb), F Adr-ALB.

RUSSIA (Jeff Albrecht): A SEV s Austrian

A Ukr-Rum, A Stp-LVN, F NWY h, A Gal-VIE,

A War-GAL, A Mos-UKR.

TURKEY (Mike Blanchard): A SMY-Alb (F AEG c,

F GRE s), F Con-BLA, A Rum-SER (A BUL s).

PRESS--

PARIS: The President and his chief advisor are talking in his chambers. "Mr. President, I have grave news from the front. The Germans have stormed Marseilles and captured it. They've put the city to the torch!"

The French President dropped heavily into a chair and lowered his head into his hands. "Dear God, not again."

"Our generals also report large troop buildups of German infantry along the border. It appears their final offensive is in the making."

"I have failed my people, Pierre." He looked up. "Would it not be noble to make a last-ditch stand in defense of our homeland? Alas, but I have already sent a million of our young men to their deaths; who am I to ask for more?" The shaken man stood up and looked out the window into the courtyard. "Pierre, go prepare my uniform."

"Sir! You do not mean to...."

His voice grew louder. "Yes, it is my last sacrifice for my country. I may only be president, but I am also the military commander of our armies. They have followed my every order, sometimes at the cost of the lives of many a brave soldier. I shall lead that army in our final attack on the German, to show the world the true meaning of the spirit of the French!"

"But there is always the Tsar, the third of the Grand Alliance! Wouldn't he...."

"The Tsar is a dipe! He wouldn't know a dog pissing in his face; he'd sooner think it was a warm shower! No, I have failed the Alliance, and I have failed my people. The price must be paid."

ROM-PAR: Let's see if we can get it right this time.

PAR-VIE: Message received. Orders implemented. May I sit down now?

ROM-PAR & VIE: "And there was a great wailing and gnashing of teeth throughout the land, for the time of retribution was at hand." My friends, I'm afraid the jig may be up and hard times upon us. Let us pray!

PAR-VIE: Look out for those...oops, two knives behind you.

VIENNA: OK, let's try this one more time--any Austrian unit which receives conflicting orders is requested to contact the Minister of War immediately.

FRANCE-RUSSIA: There's a game waiting for you, just a little to the west of you.

VIE-MOS: Beast!!

RUSSIA-TURKEY: Your gains are short-lived. We shall see to it. You know, forewarned is forearmed. We didn't want to take you by surprise.

PARIS-ENGLAND: Your puppeteer is puppeting now. The strings start in Rome. But the proper channels are still through Paris.

NOLA-INDEPENDENTS: Why don't we declare diplomatic bankruptcy and start over again?

PARIS-GERMANY: Don't push too hard, you might get tangled up in all the strings.

POST OFFICE from page 4

beckoning to warm your body and suffuse you with ultraviolet rays and vitamin D. Perhaps winter will bring the needed cold to temper any potential pubber's burnout. Some LSD is meant to be dropped. Not yours, I hope.

Although I'm not sure I have a Dip-related article in me to contribute to your zine, I will seek to participate in the letter column to keep it lively and would encourage others to do the same. In fact, the following is a topic that may stimulate some discussion and ideas.

I don't know how other Diplomacy players keep track of their games. It does seem cumbersome to have to lay out the game board and all the pieces and rearrange them for every game.

The method I use is to mount copies of the conference map onto a cork bulletin board. These can be purchased relatively cheaply, and a good-sized one can comfortably accommodate four to six maps. I use Moore brand map tacks to represent the units. All necessary colors are available, in solid colors and with corresponding colors with a contrasting dot on top. I use the solid map tacks for armies and the dotted tacks for fleets. They are (I believe) only available in packets of 100. Therefore a full compliment of 1400 (700 solid and 700 dotted) would provide enough to map 12 separate games. I would assume most gamers would need only half this number and would find it convenient to split the order with a fellow player. If your local stationery or office supply store does not stock a complete line of map tacks, you can obtain a complete color catalog by writing Moore Push-Pin Co., 1300 E. Mermaid La., Wyndmoor, PA 19118.

Another method I use, especially when I wish to contemplate the situation away from home, is to insert a conference map into a clear plastic envelope and mark the placement of the units using a china marker or grease pencil. The markings are easily erased with a wet cloth.

I hope this may be of some help to those looking for a better way. I'd be interested in hearing of other methods. Perhaps a magnetic board? Velcro and felt, or felt on felt?

Yours, Rob Landeros
(a fellow lifestyle changer)
10029 Windward Dr. NW
Olympia, WA 98501

I have lately been using the Steve Langley version of the conference map (see Bluebannet wrapup) and colored pens to draw the current unit positions for all the games in LSD and the ones in which I play. I use purple for England and brown for Russia. This gives me a season-by-season record of the game, and I don't risk moving a unit and then forgetting where it started out. When contemplating my orders, or when adjudicating the next season's orders for the LSD games, I use a pencil to draw in orrows for attacks, etc. It is also useful to delineate conference maps in plastic for the use you mentioned above, and also for FTF games.

Anyone else have a different method?

Continued from page 1

that everyone got ample opportunity to do what negotiating they desired, but was quick enough that the game moved right along, and no one fell out or had a chance to get uninterested.

In the phone game you may spend as much or as little time with the game as you wish. You may use the phone as a tactical instrument, publicly limiting your "business hours", not returning calls, etc. And for those with conference call capabilities, the advantages are obvious. While playing you always know that anytime you are bored or have a few spare moments you can always make some calls, either to negotiate, share game gossip, or merely socialize with an ally.

Living in the same city, phone diplomats can also arrange personal meetings or conferences. These can be arranged for lunchtime, happy hour, or whenever. It is wise however to ensure that no two players live in the same house, work in the same office building, or such as that; too much proximity can encourage too much collusion and distort the game.

In short, I found telephone play to be a delightful social preoccupation. Most of us know each other rather well anyway, and the game gave us an excuse to get together with something to discuss that was more involving than the ordinaries of everyday life. As fun as FTF game post-mortems are, it is even more fun to live in a game for a few months and savor it as it happens.

Obviously I am prepared to be an advocate for phone play, despite the fact that even it has its difficulties. The mechanics of play must be adjusted to the telephone format. In organizing the phone game published in LSD#1-7 we developed a complete outline of the necessary rules changes. We also created a game fund to cover incidental expenses.

At first we envisaged regular "move meetings" where orders would be exposed and moves adjudicated, as in FTF, with optional unanimous scheduling of longer "multi-move meetings" where we would actually play FTF for several moves to speed up the game. By making this contingent upon unanimous vote, and by not overdoing it, we felt no one who specifically did not want to commit the time for FTF play would be compromised. By the same token we intended to provide some mechanism whereby we could temporarily step out of the phone format for a little FTF if everyone agreed.

At first we assumed play would have to be conducted through these group meetings, but we later received an offer from Mike not only to publish the game in his new zine, but also to GM it. Since the idea of group meetings seemed cumbersome and therefore could defeat one of the reasons behind playing by phone, we happily agreed. And Mike did an excellent job, though he later regretted his offer. No one had anticipated the amount of time he would spend on the phone, not only taking orders and reading out adjudications one-by-one to each of us, but also in answering questions and resisting being put to use as a tactical instrument himself by some of the more enterprising players.

I would say that having a GM is the most preferable of any of the alternatives I can think of, but it is a very tazing job. You should think seriously before offering your services. Such an offer should never be extended spontaneously, and you should be prepared to be perhaps the most active participant in the game.

The biggest bugaboo in phone games is how to conduct play without either the scheduling headaches of group meetings or the luxury of a competent GM. It is possible to modify both these methods, but I still believe there is a better way just waiting to be discovered.



"I have a collect call for anyone in this dimension"

You could modify the group meeting approach by not requiring actual attendance, but anything short of FTF has its own problems. Orders called in by phone to the group adjudication meeting could be accepted, but that would still require a commitment in time, if not space, to the game. Orders delivered by proxy could also be accepted, but the problems of getting a trustworthy proxy could make this impractical.

Another possibility is indeed to hand everything by phone, having players rotate the duties of GM somehow. By rotating I think there would be sufficient checks against the GM's monkeying orders around, since the crime couldn't remain undetected for long. However, I suppose inclination for illegal collusion could never be eliminated totally. Mainly, though, some mechanism, probably elaborate, would have to be devised so the GM would submit orders before knowing everyone else's.

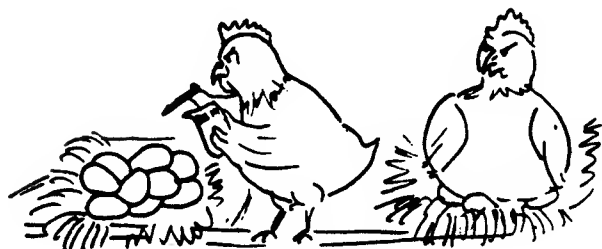
The best prospect lies in reforming the position and duties of GM so that the job becomes less tazing. Of course, a gung-ho GM can be allowed to participate as much or as little as the players themselves wish. Theoretically the GM could be an intermediary in many ways during the negotiating, but refraining from engaging in such activities during the adjudication period. I know that integrity is too much to expect of the players; for the sake of the game it must be a requirement of the GM. The time commitment can easily balloon so the GM can easily become more active than the players themselves.

I have about concluded that the best way to conduct phone play is to have a GM who will accept phoned-in orders (perhaps within specified hours on deadline day) and who will simply write up the adjudication results and drop them in the mail. This saves having to call all the players with results; that seemed to be the most time-consuming part from Mike's experience. Each player wanted his analysis of the post-move situation. The move periods would probably have to be at least ten days to allow for mail delivery, rather than the seven we used. Postage would come from the game fund.

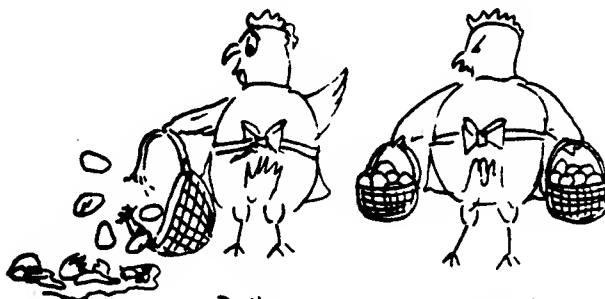
Assuming there is no outright volunteer for the job, the best way to get a GM by electing one of the eight participants, or even draw lots. But it isn't always possible to find GM material in the average group of players, and still I can't help think that there must be some way to run the game without meeting FTF or having an independent GM. If anyone else has ever thought about these problems with phone play and has some thoughts on these "theoretics" I would be interested in their response or ideas.

YOLKS

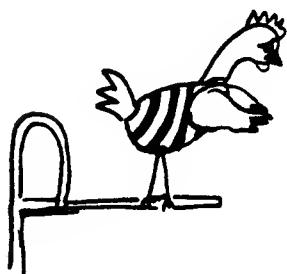
by Sukey Wright



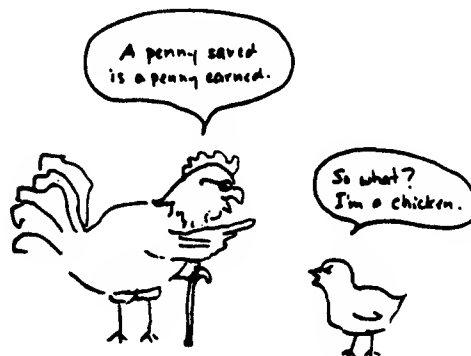
Mildred, will you cut that out!



Don't say I didn't warn you!



Whatsamatta? You scared?



This page is dedicated to Don Tinker, who has a thing for chickens.



1982 AM JALAPEÑO S 1902

AUSTRIA INVADES GERMAN, RETALIATES ON FRENCH BEHALF

& GM got carried away last season and removed too many French units. Players were notified that only F Mid was removed.

ENGLAND (David Pierce): A Bel-PIC (F BRE s),
F Nth-BEL, F Lon-NTH, A EDI-Nwy [imp].
FRANCE (CD): A SPA h, A Pic h [dsl, ann].
GERMANY (Terry Suitor): A Bur-PAR, A MUN-Tyo,
F HOL h, A Den-SWE, A KIE-Mun.
ITALY (Greg Fritz): A Mar-GAS, A Pie-MAR,
F Tun-WES, F Nap-ION, A VEN-Tyo.
AUSTRIA (Bryan Jurkowski): A Vie-BOH, A Gal-SIL,
A SER s Turkish A Rum, A Bud-GAL.
RUSSIA (Arturo Guajardo?): NMR!!! F Sev h [dsl,
ann], A WAR, A UKR, & F BOT all hold.
TURKEY (Jim Lawniczak): A Arm-SEV (F BLA s),
F Con-BUL(sc), A RUM s Austrian A Bud-Gal.

& Despite requests for Richard Kavalcik to supply leadership for Russia, we did not hear from him. Will Arturo Guajardo, 2514 N. Geronimo #17, Tucson, AZ, please assume the rather beleaguered Russian position?

& COA: Terry Suitor, 331 Wilsan Hall, Corvallis, OR 97331 (effective September 21).

& PRESS--

A-H TIMES: The Empire Strikes Back! A-H troops marched into the underbelly of Germany today. This attack came to fulfill a request by the battered French nation. The surprise attack is just the first step in trying to stop the E/G steamroller.

VEN-MUN: Ever eat an Oreo? It is common practice to eat the soft cream filling before the outsides. I guess you could call it eliminating the middleman.
BER-VIE: Would you settle for some support into Russia as the aeroplane is still on the drawing board.
A-H to EUROPE: For those of you who saw Star Trek II, the Aardmadillo was the little creature which crawled into Chekhov's ear. Oh, well, I hope you caught the point.

ENGLAND-AUSTRIA: What variant? The French resistance was typical of that demonstrated throughout history.

GERMANY-WEST: I do like this variant were nobody plays France; it makes the game go by faster.

ENGLAND-AUSTRIA: What variant? The French resistance was typical of that demonstrated throughout history.

LON-MOS: Is there mail service in your country? The English postal system provides me with regular deliveries at 13521 Pleasant Lane, Burnsville, MN 55337.

A-H TIMES: The Emperor was deeply saddened by the news of the late Tsar. He was also very angry at the 'real world'. "How dare it claim another victim! Doesn't it realize there is war going on, there are peace proposals to deal with, governments waiting to hear from you. Alas, Alas! Now I remember, it's only a game. Sometimes I think I forget. Bye Joe!"



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Alan B. Calhamer invented DIPLOMACY®, which
first appeared commercially in 1959 in essentially
its present form. The Avalon Hill Game Company
now owns the copyright and publishes the game.



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